

```
1 #include "Level.h"
2 #include "Player.h"
3
4
5 class Game
6 {
7     Player player1;
8     Level level1;
9     bool gameOver;
10    bool userQuit;
11
12 public:
13     Game();
14     ~Game();
15
16     bool load();
17     void Run();
18
19     bool isGameOver();
20     bool didUserQuit() { return userQuit; }
21     int getPlayerLives() { return player1.GetLive(); }
22
23
24 private:
25     bool Update();
26     void Draw();
27
28     bool HandleCollision(int newPlayerX, int newPlayerY);
29
30
31 };
32
```